

IN THE SPECIFICATION:

At page 11, line 2, please amend the specification as follows:

Fig. 7 is a schematic view showing how a three dimensional ~~dimensional~~ space can be partitioned into distinct regions that correspond to the individual emotions of a character;

At page 34, line 20, please amend the specification as follows:

The animation engine is responsible for executing the chosen behavior through the most expressive motion possible. It offers several levels of functionality:

(i) Playback - the ability to play out hand-crafted animations, such as "walk";

(ii) Layering - the ability to layer animations on top of ~~top of~~ one another, such "wave hand" on top of "walk" to generate a walking character waving its hand;

(iii) Blending - it must support motion blending animations, such that blending "turn right" and "walk" will make the character turn right while making a step forward; and

(iv) Procedural motion - the animation engine must be able to generate procedural motion, such as flocking of a number of separate characters.

Starting at page 33, line 8 through page 36, line 13, please amend the specification as follows:

1. GroupSkills ~~Group Skills~~

a. GroupSkills are groups of skills.

b. Some preferred GroupSkills:

- i. EmotionGroupSkill
  - 1. Holds onto other Skills that each have an emotional coloring. Emotion and child skill can be mapped.
- ii. ParallelGroupSkill
  - 1. Holds onto a bag of skills and executes them upon starting.
  - 2. Remembers whom it started and cleans up upon getting interrupted (upon stop() being called).
- iii. SerialGroupSkill
  - 1. Holds onto a bag of skills and executes them one after another (in sequence) remembers.
  - 2. Remembers whom it started and cleans up upon getting interrupted (upon stop() being called).
- iv. AmbuLocoGroupSkill
  - 1. Contains an AmbulateSkill (computing the motion of the root node).
  - 2. Contains a LocomoteSkill (animation, e.g., the walk cycle).
  - 3. Is responsible for communicating the parameters of the Locomote to the Ambulate mechanism (like forward speed inherent in the animation cycle).
  - 4. LocomoteSkill ~~Locomote-Skill~~ is any skill, e.g., an EmotionGroupSkill, which means that changes of emotion happen "under the hood"; also, the AmbuLocoGroup needs to communicate the parameters based on which subskill of the

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locomote group skill is running (in other words, it has to poll locomote often).